Demonik
PURE
FICTION

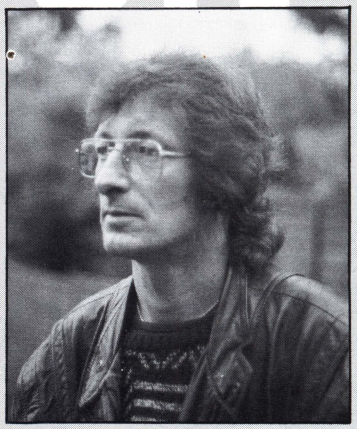
Pure Fiction

PURE FICTION is the revolutionary adventure game system developed by Palace Software. While standard adventure games follow a set story with a sequence of puzzles to solve, PURE FICTION games simulate a 'game-world' which the player has complete freedom to explore. The entire 'game- world' is maintained continuously, so even if the player is on one planet, two characters may be having a conversation or a fight on a different one.

PURE FICTION games contain independent artificially-intelligent characters that interact with the player and each other, both on and off- screen. Characters have individual personalities and their feelings towards each other will change with events.

PURE FICTION is continually being refined and improved to provide players with the most enjoyable and realistic games available.

Alan Grant



Alan Grant was born in 1949 in Bristol. After studying at St. Andrews University and working in a bank and as a bus conductor, he began writing romantic fiction for DC Thompson. The first comics character he worked on was Tarzan, before he started at 2000 AD with co-author John Wagner. Under a variety of pseudonyms he has written for some of the magazine's most famous characters including Judge Dredd, Strontium Dog, Judge Anderson and Robohunter. He has worked on many other titles, including **Batman, Robocop, Punisher, The Incredible Hulk, The Silver Surfer, Nick Fury, The Last American, The Bogie Man, Nightbreed, Psychonauts** and the **Batman/Judge Dredd Teamup**.

Beyond the veil of our reality another, more fearsomely primeval, Universe exists. This is the Realm Beyond, where Evil takes on tangible form and exists for no other purpose than to soil the Good. Long aeons of diabolic worship by the stunted, malevolent demons has had an unforeseen effect; the psychic has been made manifest. Their anti-god has come to life. Demoniak is Evil Incarnate. Demoniak is claws that rip at innocent eyes - fangs that tear at the throats of the angels; Demoniak is the curse that shrieks down the centuries - the scream that cries "Blood" and blots out the sun. Demoniak seethes, and hates, and loathes. Demoniak tortures, and kills, and cackles. He is the rot that starts from within. His is the pestilence that falls from outside. His cold breath is poison. His dark thoughts can slay.

A Universe worships at Demoniak's cloven feet. Spirits and ghosts hide in the shadow cast by his scaly wings. His dragon eyes burn green with envy and can shrivel souls. What he wants, he has. What he wants to be, he is. But it is never enough. The true source of Evil: never enough.

Sometimes in the cosmic distance he fancies he hears voices - thinks he glimpses other...things. They're out there, all those other Universes...just waiting to be tainted.

And Demoniak smiles. In time, he knows he'll have them all.

Demonlak

A Game

Written by Alan Grant

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Pure Fiction System designed by Chris Stangroom

With Thanks To:
Helen Goodwin
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Special Thanks To:
Richard Bartle and MUD
for inspiration.

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How To Use This Manual

Those of you who have never played a text adventure game before should be able to get started by reading up to page 15 .

Players familiar with standard adventure games can skip to the section DEMONIAK FOR ADVANCED USERS on page 16 for details of the features specific to PURE FICTION.

Once you are familiar with the game, all you should need is the QUICK REFERENCE GUIDE on the centre pages.

The biographies and prisoners files from page 32 onwards provide background story and some useful information. They can be read as required.

NOTICE

We have spent a lot of time play-testing this game to ensure that it as free of bugs as possible. However because this game can be played in an almost infinite number of ways we can never be sure that it is perfect. It is definitely possible to complete Demoniak.

Pure Fiction Society members are invited to WRITE to us with any problems or bugs they come across. They will be sent details of updates, which will be available for a nominal charge.

Please note that Palace Software can only answer queries in writing from Pure Fiction Society members; we will not answer telephone enquiries.

Demoniak Instructions For Complete Novices

Introduction

This section is intended for those who have no experience of playing text adventure games. Those who have can read DEMONIAK FOR ADVANCED USERS on page 16.

A PURE FICTION game such as DEMONIAK is an interactive story, where the user can guide the actions and fates of the characters. There is a clearly-defined goal for you to achieve to win the game, but you are at liberty to take the plot in any direction that you wish.

DEMONIAK tells the story of a team of four superheroes: Johnny Sirius, the clean-cut man of action, Kyra Brand aka Flame, Madlok an enigmatic wizard and Sondra Houdini a psychic. The game begins with them being summoned together by famed scientist Doctor Cortex, who has a mission for them.

The mission is to prevent Demoniak entering our Universe by somehow sealing his gateway. When you have accomplished this, you have won the game.

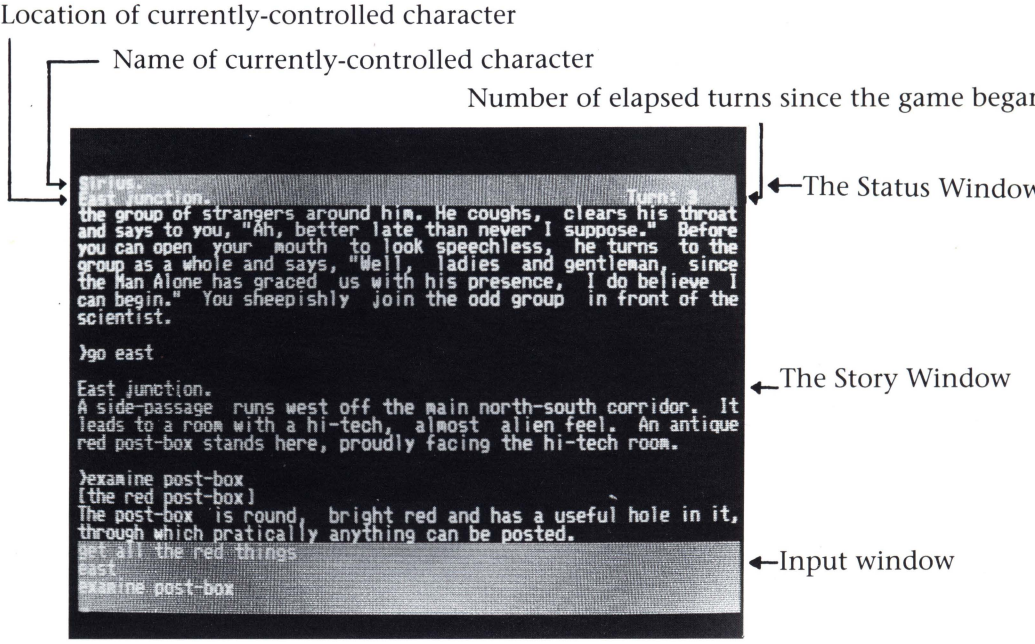
At any one time you control the actions of a single character, and see the world through their eyes. However, you may become another character (even an enemy of the team's) whenever you wish and see what is happening to them. When the game begins, you are playing Johnny Sirius.

The Screen

Load up the game until the text screen with red and blue windows appears. The game will ask you whether you want to BEGIN, RESTORE or QUIT; type BEGIN and press RETURN or ENTER.

Remember that you are starting the game as Johnny Sirius and read the story. When the screen is full the word <MORE> will be written at the bottom, or simply 'Press a Key'. When you have read the text press the ENTER or RETURN key to see the next page.

Read until the cursor appears in the blue window at the bottom, and the words 'Sirius' and 'Cortex's Laboratory' appear in the top red window. The game has now begun and is waiting for your input. On machines without colour the windows will look different, but will be in the same places.



The story will continue to appear in the central Story Window. The Status Window shows who you are playing at the moment and where they are. You type the action that you have decided the character should perform as an English sentence or phrase; this appears in the blue Input Window.

Some Simple Commands

As an example, you will notice that the text refers to some laser guns in the laboratory. You can make Johnny Sirius pick them up. Type

GET THE RED GUN

and press the ENTER or RETURN key. If you type the wrong letter, you can use DELETE (BACKSPACE on some machines) to correct it. If you have typed the command correctly there should be a message in the Story Window to say that you have picked it up. One turn has now elapsed (look in the Status Window), the story continues, and the cursor will reappear when it is time for you to make another move.

(At some point in this first scene one of the characters will ask you for a word from this manual, to check that you aren't playing an illegal copy. When this happens you MUST enter the correct word, and not a command. If you have entered the correct word, the game will then continue as normal.)

Let's try some other commands. You can move to a new location in the game using the command GO followed by a direction, for instance GO NORTH. To find out the directions that you can travel in to leave the current location type:

SHOW EXITS

The only way out of the laboratory is east, so try:

GO EAST

The location given in the status line has changed to 'East Junction', and you have a new description in the story window.

What The Game Will Understand

DEMONIAK contains a very large number of commands, and will understand quite complicated English sentences. However, its knowledge of vocabulary is inevitably limited, so if you use a word it does not know it will reply:

YOU DO NOT NEED TO USE THE WORD.....

The use of the particular word is therefore neither necessary or possible in DEMONIAK.

Some Things To Try

FIND DOCTOR CORTEX
(if you're not in the same room as him)
KILL EVERYONE WITH THE RED SABRE
FLEE

Attacking your fellow team-members may be fun, but they will soon deal with you as you deserve.

You can use
QUIT
to start again. Next time be nice to your friends !

Some More Examples

A complete command list is given from page 24 onwards and a quick reference guide is in the centre pages. A few examples should give you a flavour of what you can get your characters to do:

ATTACK THE UGLY GUARD will start a fight with the named character.

FLEE is what you should do when the fight gets out of hand !

GO can be used with all eight compass directions plus UP and DOWN. Because you use this one so often, you can abbreviate **GO NORTH, GO NORTHEAST** etc. to **N/NE/E/SE/S/SW/W/NW/U/D.**

GET is very versatile. DEMONIAK will understand sentences such as:
GET THE RED GUN
GET THE RED GUN AND THE PINK LASER
GET ALL THE GUNS EXCEPT THE PINK ONE

PUT is the opposite of **GET** and can be used to put down objects that you are carrying. It will work with some prepositions:
PUT THE RED GUN ON THE WORKBENCH
PUT THE BOOK IN THE CUPBOARD

PRESS does what it says ! You may find this one useful early on in the game.

ENTER is used for making your character go into somewhere that is within the current location, for example:
ENTER SPACESHIP

GO OUT
allows you to leave a location you have ENTERED.

TELL is used to talk to other characters in the game, mostly for giving orders. For example:
TELL SONDRA "GET THE RED GUN"
will make Sirius ask Sondra to pick up the red laser gun. Sondra may ignore you to start with, until you have gained her trust. She will start to obey you later in the game, provided you have been behaving as a colleague should. Don't expect your enemies to do what you tell them!

The quote marks are essential;
TELL SONDRA TO GET THE RED GUN
will NOT work.

ASK is used for questioning characters. For example:

ASK SONDRA "WHERE IS FLAME ?"
Because Sondra is psychic, she's quite likely to know.
ASK CORTEX "WHAT IS WARP ?"
ASK CORTEX "TELL ME ABOUT FREEZYASSOV"
Luckily, Cortex is incredibly brainy. Other characters may not be so knowledgeable.

Both **TELL** and **ASK** are optional. You can simply address the character:
SONDRA "WHERE IS FLAME?"
or
SONDRA "GET THE RED GUN"

GIVE is used for getting your character to give somebody something you are carrying. For instance:

GIVE THE PINK LASER TO SONDRA

INVENTORY is a special single-word command that will give you a list of what your character is carrying. It can be abbreviated to just:
INV

Combat

ATTACK SONDRA would initiate a fight with her. **KILL SONDRA** would initiate a fight with the specific intention of murdering her.

While engaged in combat you can use specific commands to fight in different ways.
SHOOT THE HAIRY GUARD WITH THE GUN
HIT THE JAILOR WITH THE CHAIR

When the story details a particular blow that has been struck it adds the **damage** that has been inflicted in brackets.
You stab the thickset guard (50).
indicates that the thickset guard has had his **stamina** reduced by 50 points. When a character's stamina is low, they fall asleep. When it reaches zero, the character dies. You can find out your own stamina, and other information as well by typing **SCORE**.

When somebody hits YOU the number in brackets gives your REMAINING stamina.

Madlok the wizard has some spells which he can use in combat:
CAST BLINDING SPELL ON AKONDRO
CAST SLEEPING SPELL ON THE COOK

While you are playing Sirius you could try:
MADLOK "CAST BLINDING SPELL ON AKONDRO"

Becoming Other Characters

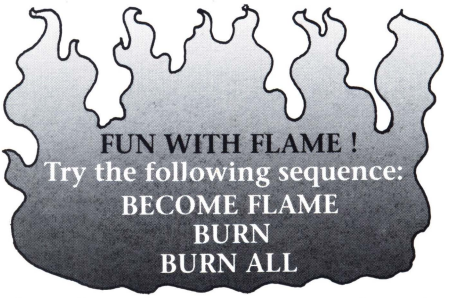
While you could spend the whole game as Sirius, telling your team-mates what to do, it can be both useful and interesting to control other characters, particularly those with special abilities.

Start the game again (you can type **QUIT** to leave a game in progress). You are Johnny Sirius and you are in Cortex's laboratory. The people here with you are Doctor Cortex, Sondra, Flame and Madlok. Type:
BECOME FLAME

You will notice that the name in the Status Window changes to Flame. A description will be given of the new character's current location in the Story Window. As Flame is in the same room as Sirius, you will simply see a repeat of the description of Cortex's laboratory.
Now type:
SCORE

Quite clearly, you are a different person. You also have a new command available:
BURN

It can be useful to play Flame, particularly in fights !



You aren't restricted to characters in the same locations or even the 'good guys' (and gals). You can become almost any character in the game including the minor ones, even if they're on a different planet to your present character. There are about three characters in the game who you are unable to become. This is to stop you finishing the game too quickly !

Each character sees the world through different eyes and the descriptions of people and places may change in subtly different ways depending on who you are.

If you are following the plot of the game, then you should restrict yourself to playing the team- members. However much of the fun of the PURE FICTION system comes from just experimenting and seeing what you can do as other characters. You could spend the whole game as the cook if you wanted to !

Other Special Commands

Sondra is the only character in the game with psychic abilities. Not only does she seem to know where almost everybody is, she can also read their minds ! Type:
BECOME SONDRA

then:
MINDREAD THE HAIRY JAILOR

Notice the new Mindread Window. Only Sondra can do this. What you see in it is what the target character is seeing (even though he's on another planet at the time !). As it happens, the Hairy Jailor is patrolling the cell corridor, so you will see descriptions of this as he moves, and of any passers-by. You can't control his actions, but it's very useful for finding out what other people are up to.

STOP MINDREADING will get you back to normal.

WAIT is useful. It makes the game continue with your player under computer control until you press a key. It's used for skipping turns when you want to let events take their course. Pressing a key will make computer finish the turn and return the cursor to the screen after a short delay.

When you stop playing a particular character they revert to computer control. The computer will make them behave according to their personality and what has happened to them.

STRANGE THINGS TO TRY

Try mindreading somebody who you're fighting with.

Demoniak For Advanced Users Or For Those Who Have Played Other Text Adventures

Why This Game Is Different

Demoniak is a combination of a text adventure game and a simulation. It is the first game to utilise the new PURE FICTION system. PURE FICTION simulates a game-world with independent and interacting characters, and keeps track of all off-screen action.

There are over fifty independent and intelligent characters in the game, and the user may BECOME any one of them at any time. Your view of the world will change slightly, depending on who you are.

While the user is controlling one character, all the others will carry on with their lives in other game locations. You can see this by BECOMING different people in different places, or by MINDREADING them. MINDREADING, a facility only available to Sondra the psychic, effectively allows you to see what's going on in two places at once.

While the game has a story and puzzles to solve, much of the fun of playing Demoniak comes from trying out weird things and inventing alternative ways to reach your goals. Many of things you can do even the programmer doesn't know about, because they are consequences of the way the system has been designed.

Multiple Characters

You can play (almost) any character in Demoniak, and switch control to them at any time using

BECOME name

Try typing

BECOME SONDRA

at the start of the game. The name of the currently-controlled character is displayed at the top in the Status Window. Their location is also shown. In this case Sondra is in the same location as the character you started as, so you will see the description of Cortex's laboratory repeated.

You are not restricted to characters in the same location, or even to members of the team. You can become an enemy if you wish. We have prevented you becoming a few key characters; this is to prevent the game being ridiculously easy.

Characters have different values for stamina, dexterity and other role-playing statistics. Type

SCORE
to see them.

These variables are continually updated and affect all aspects of the gameplay, especially combat.

Interesting Things To Do After You're Dead

1) Become somebody else.
2) That's it.

The Parser

DEMONIAK contains a sophisticated parser with a large vocabulary. It can understand complex (and even recursive) sentences such as:

GET ALL THE RED THINGS EXCEPT THE LASER
GET THE BOTTLE AND PUT IT ON THE TABLE
TELL CORTEX "TELL SONDRA "FIND CRUCIFIX""

When the games does not understand a word you have typed it will reply:

You do not need to use the word ....

AN EXAMPLE OF THE PARSER'S CLEVERNESS

Demoniak contains one of the most intelligent parsers ever included in a computer game. Consider the command:

PUT THE KEY IN THE BOX IN THE CUPBOARD

Situation 1: There is a key inside a box, and there is a cupboard in the same room. The character would open the box, retrieve the key and place it in the cupboard.

Situation 2: There is a key in the room, and there is a box in the cupboard! The character would get the key, open the cupboard, retrieve and open the box and put the key in it.

The linguistically ambiguous sentence is correctly interpreted and the appropriate actions performed after the game has analysed the situation.

Combat

DEMONIAK contains some sophisticated combat routines. Statistics on the characters, any objects used as weapons and the enviroment are examined to determine the outcome of a fight as it is simulated blow by blow.

ATTACK character (**WITH** object)
KILL character (**WITH** object)

are commands used to initiate a fight. You can attack people with various weapons and objects, and you may fight up to three people at once.

ATTACK, KILL, HIT, RETALIATE, FLEE, SHOOT, BITE, USE

A character's general state of health is represented by their STAMINA. Each blow they receive will inflict a certain amount of DAMAGE which is subtracted from their stamina. When you hit an opponent the damage is given in brackets. When an opponent hits you the number in brackets is your REMAINING stamina. At a low stamina level a character will fall asleep. At zero, they will die. Sleeping recharges stamina.

The probability of a hit is calculated from the dexterity of the attacker, how many things they are carrying and the visibility. The amount of damage inflicted by a blow is calculated by a formula that takes account of many factors, including:

* The weight, weildability and sharpness of the object used.
* The strength of the attacker.
* The health of the attacked (temperature, sickness etc.)

Madlok and Flame have extra abilities that are useful in combat. See SPECIAL POWERS on page 21.

Once you have started a fight you can use **WAIT** to let events take their course if you don't wish to control each move.

A Fine Distinction

SHOOT GUARD WITH GUN
will give them a good blasting.
KILL GUARD WITH GUN
uses the gun as a club. A last resort if your gun has been broken !

Communication With Other Characters

You can give orders such as:
TELL MADLOK "CAST BLINDING SPELL ON HAIRY GUARD"
SONDRA "GET ALL GUNS. FOLLOW ME"

You can ask questions:
ASK CORTEX "WHAT IS PROTEUS ?"
CORTEX "TELL ME ABOUT FREEZYASSOV"

You can talk to characters in other locations, but only if you are both carrying communicators. You can address your team-mates by saying:
TELL TEAM "....."

The commands **ASK**, **TELL** and **SAY** are optional; you can use the short form:

eg. **SONDRA "GET THE GUN"**
TEAM "FOLLOW ME"

Fun With Sondra

Sondra can talk to anybody anywhere, even without a communicator.

Try it!

At the start of the game the other team members will not trust you and will therefore ignore any orders that do not come from Doctor Cortex. This will change as the game progresses.

Ordering About

Because Demoniak's parser can handle recursive sentences, you can give orders to give orders (to give orders...).

CORTEX "TELL SONDRA "FIND CRUCIFIX""

Suppose Sondra trusts Cortex but doesn't trust you; the above command could be very useful indeed.

Special Powers

SONDRA

Sondra is a psychic. You can say to her:
SONDRA "WHERE IS FLAME ?"
and she will use her abilities to tell you.

She can also read minds, a major feature of the game. Become Sondra and then try:
MINDREAD THE HAIRY JAILOR
The new window gives a description of what the target character is seeing and who they encounter. The hairy jailor spends most of his time patrolling a cell corridor, so you will see descriptions of the three cell-corridor locations as he moves.

STOP MINDREADING
will cancel the Mindread Window.

MADLOK

Madlok can cast spells:
CAST BLINDING SPELL ON CORTEX
The target will be blinded (if the spell is successful); try playing or mindreading a blind character !

Other spells:

DUMBING **BLINDING** **SLEEPING**
CRIPPLING **SUMMONING** **DEAFENING** **HEALING**

These can be abbreviated to **BLIND** character, **CRIPPLE** character etc.

Fun With Madlok
Surprise your friends !
BECOME MADLOK
CAST ALL SPELLS ON ME

FLAME

Flame has pyrotechnical abilities. She can:
BURN
which increases the damage she inflicts in fights. Once ablaze she can also:
BURN object

Other Bits And Pieces

WAIT

WAIT

This allows you to skip turns, while the game continues. It's especially useful in fights, and during flight. To request an input press a key, and the cursor will reappear at the next opportunity. A similar command is
SLEEP

ON-GOING COMMANDS

There are several commands you can use to guide your character's movement and actions over several turns.

You can follow somebody with:
FOLLOW character.

You can search for something with:
FIND object/character

You can go somewhere (if your character knows where it is) with:
GO TO object

The other on-going command is:
FIGHT character
which we have already looked at.

These commands are all cancelled with **STOP**:
STOP FOLLOWING character
STOP FINDING object
and so on.

SCORE

SCORE and **QUICKSCORE** reveal properties of the currently-controlled character. The PURE FICTION system uses and updates these as the game progresses. In addition there are 'hidden variables' such as the friendliness of each character to every other character which are constantly adjusted but are concealed from the user.

Disk, Printer And Graphics

Saving The Game

The game can be **SAVED** at any point, so that you may continue where you left off another day. Just type:

SAVE

and you will be asked for a filename. Have a blank formatted disk ready and DON'T SAVE ONTO YOUR DEMONIAK GAME DISKS !

You can reload a saved game with:

LOAD or

RESTORE

Printing Out The Story

You can print out DEMONIAK as you play it if you wish. Switch the printer on and off with:

PRINTER ON
PRINTER OFF

All messages that appear in the mindread window are sent to the printer prefixed with an asterix '*'.

Graphics

Should you tire of the disk access needed each time a picture is printed you can use:

GRAPHICS OFF
GRAPHICS ON

THE COMMAND LIST

The following list gives all the commands you will ever need while playing Demoniak.

You shouldn't attempt to read it at one sitting, but refer to it as and when you need help with a particular command. In most cases you should be able to just use the QUICK REFERENCE GUIDE and type the command as part of an English sentence.

In each entry we have given:

1) The syntax.

GIVE object **TO** character
Means you can type commands such as:
GIVE THE BOTTLE TO SONDRA
GIVE GUN TO MADLOK

The parser is one of the most flexible ever included in a computer game and will understand many variations. For example you can sometimes use pronouns in place of a character (depending on the context) and multiple objects and descriptions:

GIVE ALL GUNS TO THE GUARD
GIVE HIM EVERYTHING
GIVE SONDRA ALL PINK THINGS

It is impossible to document all these variations; type what seems natural, and most of the time the game will understand correctly.

2) The purpose of the command, sometimes including hints on special uses.

3) Other forms of the command. For example:
GIVE THE GUN TO SONDRA and
HAND THE GUN TO SONDRA are equivalent.
HAND is another form of **GIVE**.

4) Other commands that are related to this one.

Demo

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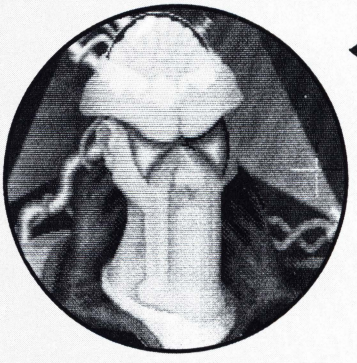
QUICK REFER

DOCTOR CORTEX — FLAME — JOHNN

AGAIN	EAT	HELP
ASK	ENTER	HIT
ATTACK	EMPTY	HOLD
BECOME	EXAMINE	HOWL
BLIND	EXITS	HUG
BOOGIE	FEEL	INVENTORY
BORE HOLE IN	FIGHT	JUMP
BREAK	FIND	KILL
BRIEF	FLEE	KISS
BURN	FLY TO	KNOCK
CAST	FOLLOW	LAND
CLOSE	GET	LAUGH
COLLECT	GET INTO	LIGHT
COME WITH ME	GIVE	LOAD
CRIPPLE	GO	LOCK
CRY	GO INTO	LOOK
DANCE	GO TO	LOOK AT
DEAFEN	GO WITH	LOOK INTO
DIG HOLE	GULP	LOOK ON
DRINK	HAND	MAKE HOLE IN
DROP	HEAL	MELT

Madlok



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RENCE GUIDE

Y SIRIUS — MADLOK — SONDRA HOUDINI

MINDREAD	SAVE	TOUCH
MOAN	SAY	TURN
NOD	SCORE	TURN GRAHPICS ON
OPEN	SCREAM	TURN GRAPHICS OFF
PICK UP	SHAKE	TURN PRINTER ON
PLAY	SHOOT	TURN PRINTER OFF
POST	SHOUT	UNLOCK
POUR	SHRIEK	USE
PRESS	SING	VERBOSE
PULL	SLEEP	WAIT
PUSH	SHOW	WAKE
PUT	SPRAY	WAKE UP
QUICKLOOK	STEAL	WAVE
QUICKSCORE	STOP	WEAR
QUIT	STRIKE	WEIGH
READ	SUMMON	WHAT
REMOVE	SUPERBRIEF	WHIP
REST	SWITCH	WHERE
RESTORE	TAKE	WHO
RETALIATE	TAKE OFF	YELL
RUN	TELL	ZZZ

AGAIN
Repeat the last instruction.

ASK character "speech"
Used for asking questions to other characters.
Other forms:
character "speech"
Examples:
ASK CORTEX "WHAT IS SUB-SPACE?"
Related Commands:
SAY, TELL

ATTACK character (**WITH** object)
Initiate combat with intent of rendering character unconscious. Cancel with:
STOP ATTACKING character
Examples:
ATTACK GOR WITH THE STICK
ATTACK ALL THE GUARDS
Related Commands:
FIGHT, KILL, HIT

BECOME character
Switch player control to named character. You may BECOME almost any character in the game; where control has been restricted the game will respond with the message:
'For some reason you are unable to become ....'
Example:
BECOME MADLOK

BLIND character
Short form of
CAST BLINDING SPELL ON character
For sorcerers only !
Example:
BLIND ALL THE GUARDS
Related Commands:
CAST

BOOGIE
Another style of
DANCE
Related Commands:
DANCE

BORE HOLE IN object
Equivalent to **MAKE HOLE.**

BREAK object (with obj)
Damage an object, optionally with the help of another.Use something heavy !
Examples:
BREAK COMPUTER WITH THICK STICK
Related Commands:
HIT

BRIEF
Short form of **GO INTO BRIEF MODE.**

BURN
Command used by Kyra Brand to start her body flaming.Not for use by other characters!
Related Commands:
BURN object

BURN object/character (**WITH** object)
Set light to an object. Flame does not need to use an object providing she has previously been instructed to **BURN.**
Examples:
BURN GOVERNOR WITH TORCH
TELL FLAME "PLEASE BURN THE BOOK"

CAST -ing **SPELL ON** character
Command available to Madlok for casting magic spells.Each spell cast will tire Madlok a little.
Spells Available:
BLINDING
CRIPPLING
DEAFENING
DUMBING
SLEEPING
SUMMONING
HEALING
Other Forms:
Most of these can be abbreviated:
BLIND SIRIUS
WHERE IS THE HERMIT ?
CRIPPLE THE HAIRY GUARD

CLOSE object (**WITH** object)
Close a container or a door.
Examples:
CLOSE THE SMALL DOOR WITH THE KEY
CLOSE ALL BOTTLES
Related Commands:
OPEN

COLLECT object
Another form of **GET.**

COME WITH ME
A command you can give to someone.
Example:
SONDRA, "COME WITH ME"
Related Commands:
FOLLOW, STOP

CRIPPLE character
Short form of
CAST CRIPPLING SPELL ON character
For sorcerers only !
Example:
CRIPPLE EVERYONE
Related Commands:
CAST

CRY
For when life gets too hard.
Examples:
CRY
Related Commands:
SHOUT, MOAN, SCREAM, HOWL,

DANCE
It's fun !
Related Commands:
BOOGIE

DEAFEN character
Short form of
CAST DEAFENING SPELL ON character
For sorcerers only !
Example:
DEAFEN THE COOK
Related Commands:
CAST

DIG HOLE (**IN** object)
Equivalent to **MAKE HOLE.**

DRINK object
Eat, drink and be merry Part 2. The object must be a liquid.
Examples:
DRINK WINE
Related Commands:
EAT

DROP object
Drop an object that you are carrying. Each character has a maximum total weight that they can carry (see **SCORE**).
Other forms:
DR
PUT DOWN object
PUT object **DOWN**
Examples:
DROP EVERYTHING
PUT DOWN THE GUN
Related Commands:
PUT, PICK UP, GET, TAKE, SCORE, INVENTORY

EAT object
Food and drink will boost your stamina. Your weight will be adjusted.
Examples:
EAT EVERYTHING
EAT FOOD
Related Commands:
DRINK

ENTER place/object
Alternative to typing
GO DIRECTION
in specific cases, or for entering objects.
Examples:
ENTER PROTEUS
ENTER RECEPTION
Related Commands:
GO OUT

EMPTY object
Empty a container.
Examples:
EMPTY BOTTLE

EXAMINE object/character/place
Used for taking a closer look at items in the game. Mayreveal vital clues. Examining a book and reading itare two different operations.
Examples:
EXAMINE SIRIUS
EXAMINE ALL PINK THINGS
Related Commands:
LOOK AT, READ

EXITS
Equivalent to
SHOW EXITS
Reveals the directions you can travel in to leave the current location. This is quicker than reading the whole location description again.
Related Commands:
SHOW

FEEL object
Another form of **TOUCH.**

FIGHT character (**WITH** object)
Equivalent to **ATTACK.** Can be cancelled with:
STOP FIGHTING character
Related Commands:
KILL, HIT, RETALIATE, ATTACK

FIND place/object/character
Instructs your character to look for something. This will continue over subsequent turns, and is cancelled by
STOP FINDING place/object/character
Example:
FIND DOCTOR CORTEX
Related Commands:
FOLLOW, GO WITH, GO TO, LOOK FOR

FLEE (dir)
Other Forms:
RUN
To flee from a fight.
Examples:
FLEE
FLEE NORTH

FLY TO planet
Command available only to Proteus, and since you cannot BECOME Proteus, it can only be part of an order.
Example:
PROTEUS "FLY TO EARTH"

FOLLOW character
Makes your character follow somebody. He/she will therefore move of their own accord until you cancel with:
STOP FOLLOWING character
Useful for keeping your team together.
Examples:
FOLLOW GOR
TELL EVERYONE "FOLLOW ME"

GET object
Pick up an object in your present location.
Other Forms:
G object
TAKE object
COLLECT object
HOLD object
Examples:
GET THE STICK
G THE STICK AND THE GUN
GET ALL RED THINGS AND THE COMMUNICATOR ON THE BENCH
Related Commands:
PICK UP, TAKE, DROP, LEAVE

GET INTO place
Equivalent to **ENTER**

GIVE object **TO** character
Hand over an object that you're carrying to somebody.
Other Forms:
GIVE character object
HAND object **TO** character
Examples:
GIVE ALL PINK THINGS TO SONDRA
TELL MADLOK "GIVE CORTEX THE GUN"

GO direction/**TO** place
To move between locations.
Other forms:
direction
ie. **N/S/E/W/NE/NW/SE/SW/U/D**
Examples:
GO EAST
NORTHWEST
GO UP
GO TO THE RECEPTION
SW

GO INTO mode
To switch game into SUPERBRIEF, BRIEF or VERBOSE modes.These control the amount of repeated text the game will show.
SUPERBRIEF: Omits full location descriptions.
BRIEF: Omits full location description after it has been shown once (default mode).
VERBOSE:Always prints full location descriptions.
Other Forms:
mode
Examples:
GO INTO SUPERBRIEF MODE
VERBOSE

GO TO character/dir/obj/place
Alternative form of **FIND**.

GO WITH character
Alternative form of **FOLLOW**.

GULP
To swallow air convulsively because of nervousness or surprise.
Example:
GULP

HAND object **TO** character
Another form of **GIVE**.

HEAL character
Short form of
CAST HEALING SPELL ON character
For sorcerers only !
Example:
HEAL GOR
Related Commands:
CAST

HELP character
To help your friends if they're in a fight.
Examples:
HELP MADLOK
SONDRA "HELP ME!"

HELP
To give a few tips.

HIT character/object (**WITH** object)
To injure somebody or to damage an object. Using a heavy object works better than bare hands.
Examples:
HIT THE FLOOR WITH THE STICK
HIT THE GUARD

HOLD object
Another form of **GET**.

HOWL (speech)
To express your dismay or anger.
Related Commands:
CRY, MOAN

HUG character
To show your affection towards a character.

INVENTORY
To show what objects your character is carrying.
Other Forms:
SHOW INVENTORY
INV

JUMP
Too obvious to mention.
Examples:
JUMP

KILL character (**WITH** object)
Similar to **ATTACK** but with the specific intention of killing your opponent.
Related Commands:
ATTACK, FIGHT, HIT, SHOOT

KISS character
Related Commands:
HUG

KNOCK ON object
Examples:
KNOCK ON CELL DOOR
KNOCK ON CUPBOARD

LAND ON planet
Command available only to Proteus.
Example:
PROTEUS "LAND ON FREEZYASSOV"

LAUGH (speech)
Related Commands:
CRY, MOAN, SHOUT

LIGHT object (**WITH** object)
To set something alight. Flame can do this when she's burning, or you could use a torch.
Related Commands:
BURN

LOAD
To restore a saved game. See page 23.
Other Forms:
RESTORE
Related Commands:
SAVE

LOCK object (**WITH** object)
To lock an object using a key. If you only have one key then
LOCK object
is sufficient.
Example:
LOCK THE CUPBOARD
Related commands:
UNLOCK

LOOK
Look around at the current location. Repeats the description seen when you first entered, as well as the objects and characters present.
Related Commands:
QUICKLOOK

LOOK direction
Shows you the people in a neighbouring location. Very useful !
Example:
LOOK NORTH

LOOK AT character/object
Another form of **EXAMINE.**

LOOK INTO/ON object
EXAMINE objects that are in or on other objects.

LOOK FOR character/object/place
Alternative form of **FIND.**

MAKE object
Useful for completing the game !

MAKE HOLE IN object
Make a hole in something.
Example:
MAKE A HOLE IN THE WALL
Delated Commands:
BORE HOLE, DIG HOLE

MELT object (**WITH** object)
Melt an object using something hot.

MINDREAD character
To reveal the location and activities of another character.Only Sondra has the psychic power to do this. Cancel with:
STOP MINDREADING (character)
Example:
MINDREAD GOVERNOR

MOAN (speech)
A variation on **CRY.**

NOD (**HEAD TO** character)
Equivalent to replying 'yes' to a question.
Examples:
NOD
NOD TO CORTEX
NOD HEAD TO GOVERNOR

OPEN object (**WITH** object)
To open a container, book or door.
Example:
OPEN THE BOTTLE

PICK UP object/character
A form of **GET** where the desired object is not being carried by anybody else.

PLAY game/object
A rather specialised command for playing games or musical instruments!

POST object
To send a letter. You should only post letters of course.
Example:
POST THE LETTER

POUR liquid (**ON/OVER/INTO** object)
To empty the liquid out of a container or to pour it into another. The total weight of the containers and liquid are correctly adjusted.
Examples:
POUR WINE INTO GLASS
POUR ACID ON THE FLOOR

PRESS object
Well...let's just say that some things need to be touched.
Other Forms:
PRESS ON OBJECT

PULL object/character (direction)
The opposite of **PUSH**.
Examples:
PULL DOOR

PUSH object/character (direction)
The opposite of **PULL**.
Examples:
PUSH MADLOK SOUTH

PUT object **DOWN**
Equivalent of **DROP** object.
Other Forms:
PUT DOWN object

QUICKLOOK
Reminds you of the objects and characters in the current location.
Related Commands:
LOOK

QUICKSCORE
Like **SCORE** but a bit more concise.
Related Commands:
SCORE

QUIT
Abandon the game. Think! Do you want to save the game first ?
Related Commands:
SAVE, RESTORE, LOAD

READ object
For reading books, papers, files etc. Using**EXAMINE** on a book is not the same as reading it.

REMOVE object
Take off an item of clothing.
Related commands:
WEAR

REST
Another form of **SLEEP**.

RESTORE
Load a previously saved game. See page 23. for details.
Other Forms:
LOAD
Related Commands:
LOAD, SAVE

RETALIATE WITH object
Something to do if attacked. Alternatively, use **FIGHT**.
Example:
RETALIATE WITH LASER GUN
Related Commands:
FIGHT, ATTACK, HIT, SHOOT, KILL

RUN (direction)
Another form of **FLEE**.

SAVE
Save the current game so that you can start at the same placenext time. See page 2 3.
Related Commands:
LOAD, RESTORE

SAY TO character "speech"
General communication with characters.
Other Forms:
character "speech"
Examples:
SAY TO MADLOK "BLIND THE GUARD"
Related Commands:
TELL, ASK, SHOUT, CRY, MOAN, SCREAM
HOWL, SHRIEK, YELL, LAUGH

SCORE
Reveal statistics on currently-controlled character. Seepages 22 and 19 for details.
Related Commands:
QUICKSCORE

SCREAM
Another emotive variation on **CRY**.

SHAKE HEAD (**AT** character)
Equivalent to replying 'no' to a question.
Related Commands:
NOD

SHAKE object
To shake an object.

SHOOT character (**WITH** object)
Use a gun to shoot somebody. See the note on page 19 about the difference between **KILL** and **SHOOT** when using agun.
Other Forms:
SHOOT object **AT** character
SHOOT direction **AT** character
Examples:
SHOOT EVERYONE
SHOOT LASER GUN AT THE GUARD

SHOUT (AT character "speech")
Another variation on **SAY**.

SHRIEK (AT character "speech")
Yet another variation on **SAY**.

SING (AT character "speech")
Who knows ? It might come in handy.

SLEEP
Sleeping recharges your stamina. Obviously, you should choose your place with care. Icy wastes are not a good idea!
Other Forms:
ZZZ
Related Commands:
ZZZ, WAKE

SHOW INVENTORY / EXITS / SCORE / QUICKSCORE
Other Forms:
INVENTORY
EXITS
SCORE
QUICKSCORE

SHOW object **TO** character
To show an object that you are carrying to somebody.

SPRAY character (**WITH** object)
There aren't many things you can spray, but this WILL come in handy.

STEAL object
Attempt to **GET** an object that somebody else is carrying.

STOP FOLLOWING / GOING WITH / FINDING / LOOKING FOR / KILLING / FIGHTING / MINDREADING object/character
Cancels a previous 'on-going' command.
Examples:
STOP MINDREADING
STOP FOLLOWING SIRIUS
STOP LOOKING FOR THE BOOK
Related Commands:
FOLLOW/GO WITH/ FIND/LOOK FOR/ KILL/FIGHT

STRIKE character (**WITH** object)
Another form of **HIT**.

SUMMON character/object
Short, handy form of
CAST SUMMONING SPELL ON ....
Allows wizard to teleport an object or person from where ever they are in the game. Some things he won't be able to manage,and the whole process is rather tiring.
Example:
MADLOK "SUMMON THE PINK LASER GUN!"
Related Commands:
CAST

SUPERBRIEF
Equivalent to **GO INTO SUPERBRIEF MODE**.

SWITCH object **ON/OFF**
Used for switches.
Other Forms:
SWITCH ON/OFF object
TURN ON/OFF object

SWITCH GRAPHICS/PRINTER ON/OFF
Set options. **SWITCH OFF GRAPHICS** will mean that pictures will never be displayed. **SWITCH ON PRINTER** sends a copy of the screen text to the printer. See page 23.
Other Forms:
TURN GRAPHICS/PRINTER ON/OFF
GRAPHICS ON/OFF
PRINTER ON/OFF
Examples:
SWITCH GRAPHICS ON
TURN OFF THE PRINTER
GRAPHICS OFF

TAKE object
Another form of **GET**.

TAKE OFF
Only spaceships can do this.
Example:
PROTEUS "TAKE OFF PLEASE"
Related Commands:
LAND

TELL character "speech"
Directly equivalent to **SAY TO**. Use the short form:
character "speech"
to save typing.
Examples:
TELL MADLOK "HEAL THE TEAM"
SONDRA "WHERE IS THE GOVERNOR ?"
Related Commands:
SAY

TELL character **ABOUT** item
Normally you will be using this as a request:
CORTEX "TELL ME ABOUT WARP"
but you can use it to reveal information to another character:
TELL SONDRA ABOUT DEMONIAK

TOUCH object
Normally, this acts the same as **PRESS**. But it has a special use if you are blind or in a dark location.
Examples:
TOUCH HANDPAD
Related Commands:
PRESS

TURN
See **SWITCH**.

UNLOCK object (**WITH** object)
To unlock a container or door.
Related Commands:
LOCK

USE weapon
If you are engaged in combat and have a powerful weapon, then use it.
Examples:
USE THE STICK
Related Commands:
FIGHT, KILL, ATTACK

USE object **TO** action
Use an object to facilitate a normal command.
Examples:
USE STICK TO BREAK THE CUPBOARD
USE A GUN TO KILL CORTEX
USE COMMUNICATOR TO TELL GOR "FIND ME"

VERBOSE
Equivalent to **GO INTO VERBOSE MODE**.

WAIT
A very useful command. It means that you miss subsequent turns while your character is controlled by the computer. For example, if you don't wish to aim every single blow in a fight then simply **ATTACK** your opponent then **WAIT** to see how things turn out. To cancel **WAIT** just type a new command.There will be a delay while the current turn is finished. Also useful when **FIND**ing or **FOLLOW**ing.

WAKE chr
To try to awaken somebody who is asleep. Characters sleep when fatigued (ie. low stamina) and will not awaken until they have recovered.
Related Commands:
CAST SLEEPING SPELL

WAKE UP
What to attempt if YOU fall asleep.
Related Commands:
SLEEP

WAVE object
Equivalent to **SHAKE**.

WEAR object
To put on an item of clothing.
Related Commands:
REMOVE

WEIGH object/character
Reveals the weight of an object or person.
Related Commands:
INVENTORY

WHAT IS character/object/item
A question to ask somebody. Equivalent to:
TELL ME ABOUT character/object/item
Example:
CORTEX "WHAT IS DEMONIAK?"

WHIP character
To fight dirty.
Related Commands:
HIT

WHERE IS character/object
A question to ask somebody. Remember Sondra has psychic powers and Madlok has magic.
Examples:
SONDRA "WHERE IS GOR?"

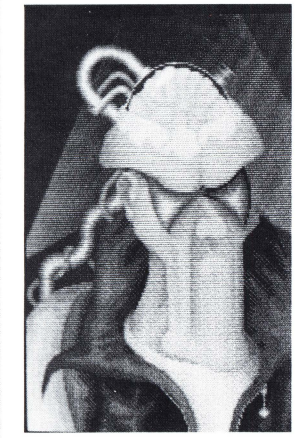
WHO IS character
A question you might ask somebody.
Examples:
SONDRA "WHO IS DEMONIAK?"

YELL
Another emotive variation of **CRY**.

ZZZ
Another form of **SLEEP**.

By

Alan Grant



DOCTOR CORTEX

Born in Edinburgh University's BioLab on January 1st, 2049, Doc is the only son of Boris "Prof" Cortex and Artificial Womb S-xi. Boris Cortex, a leading practitioner of Intelligence Engineering, regarded his own son as his life's major opus. Every theory of intellectual enhancement was applied to the boy from the moment of conception on. The first year of his life, thanks to the wonders of Delayed Cell Specialisation, was spent as several pints of thick biotic paste on the bottom of a controversial Einstein Jar. Doc – or The Gunk, as his dad fondly nicknamed him – was fed a concentrated blend of amino acids and boiled fish while being subjected to a continuously changing low-charge Data Pulse from a souped-up Cray Infinity X competer. By the time he was allowed to embryonise he had an estimated IQ of approaching 1,000, was virtually addicted to informational input, and tasted like very vinegary Sole Mornay.

The embryo Doc's brain grew at an unprecedented rate. His body, alas, didn't get the chance – for the brain appropriated every cell it could. The result was something like a human tadpole.

Eventually, his frail physical frame proved unequal to the task of carrying 24 pounds of Grade-A gray matter around and Doc was fitted into the hoverchair that has ever since acted as his only means of mobility. His bodily functions are wired directly into the chair, so that he never needs to leave it.

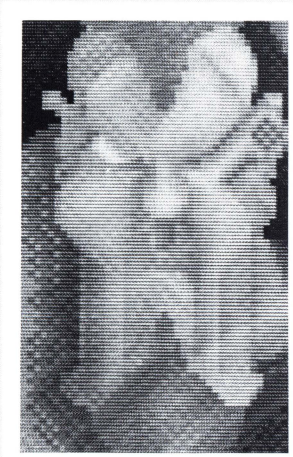
At age 5 Doc invented the mathematics for a protoplasmic sub-space drive and promptly announced his retirement from the scientific world. Philosophy had reared its ugly head in his direction, and he no longer yeared to know Why? Now, it was Why Me? The ensuing 31 years are shrouded in mystery, fable and downright deception.

It is fact that in 2060 a person purporting to be Doc took part in the popular worldwide Phone-In VidQuiz. It is fact that this person enjoyed a three-month run in the Champion's Kiosk and carried off a cheque for more than one trillion dollars.

It is fact that Doc travelled to the Himalayas, where he lived on yak's wool muffins, bricked up in a cave for three successive winters. But it is mere conjecture that Doc ever met with the legendary Spirit Guardians of Earth, and a subject he refuses to even discuss. It is downright nonsense to believe, as some claim to, that Doc himself accidentally opened the gateway to the Universe Beyond and released the vile evils of Demoniak into our dimension.

In 2090 Doc Cortex reappeared at a hitherto unknown lab complex on Salisbury Plain. He made a single TV appearance, beamed across the planet, where he announced that at last he had perfected a means of actually utilising the new mathematics he'd invented decades earlier. Unfortunately, he had information that our Universe was in the act of being invaded by the Hordes of Demoniak, with the odds heavily stacked in favoud of the gatecrashers. Declining several invitations to appear on Phone-In Quizzes, Doc declared his intention of putting together a team of heroes who would not only defeat Demoniak but banish him from this Universe for all Eternity.

Can the Ultimate Intelligence defeat the Ultimate Evil? Doc says "Yes". But nobody's taking bets.



JOHNNY SIRIUS

The first hybrid born of a human/alien partnership, Johnny is lucky enough to be able to view things from two totally distinct viewpoints. One human eye and one that's more a cluster of spectrum-scanning peppermints on a 3-inch stalk tends to help. Deeg'l'tak-ma-garrak, Johnny's father, was Warrior in Charge of Hostile Reception when the Earth expedition landed in 2021.

While Deeg's heavily armed but primitive band clubbed the others of the expedition into pizza, Deeg and Commander Eunice Starch discovered an immediate, overwhelming and irresistible attraction for each other. Despite being 8 feet tall, muscular and sporting carbon-chip skins, Sirians aren't all that different from humans. Ecstatically, Eunice conceived. Joyfully, she vowed to remain on Sirius (she picked up the language quickly) until the birth. Cursing her stupidity, she translated Deeg's reply: The gestation period for Sirians is 16 years buried up to the neck in black sand.

Johnny Sirius was taken away from his mother at birth; it was tabu to allow a lunatic to care for a child. He was brought up in the ways of the tribe by his father, taught to hunt, and fight, and drink copious quantities of alcohol. He's inherited one of his father's stalk eyes and handsome, vaguely crystalline looks; like all Sirians he could see in the dark, and away from his planet's ultra-dense gravity, was endowed with titanic strength.

From his mother he inherited his blonde hair and a love of good literature, particularly the works of Shakespeare.

Long troubled by a nameless desire to which he could put no name, Johnny poured himself into his tight black leather combat suit and left his homeworld at age 16 to travel to Earth. A chance meeting with TV GameShow producer Merv Guppi – Johnny saved him from a vicious mugging – led directly to his first appearance on "Man Alone", the world's most popular show. His 60-mile freefall from the edge of space set a record that has never been neared, as well as drawing an estimated TV audience of over 5 billion for the repeat show. He went on to climb Everest with his hands tied behind his back, dive into a pool of dilute sulphuric acid, and drink 4 barrels of Campbell's 80-shilling ale at one sitting.

When he received a call from Doc Cortex he was in the midst of training for his next Man Alone stunt – wearing a red tie to the annual meeting of Finchley Conservative Club.

FLAME

Born Kyra Brand, Hell's Kitchen, New York, August 2070. Kyra's father was a low-grade ESP practitioner who made a name for himself locally giving tips for the robot races. Her mother sold space to the homeless in the city's subways.

Kyra's pyrokinetic powers were first noticed at the age of six months, when a cat which was tugging at her long red hair was found running screaming in circles, its tail in flames. Her childhood was a nightmare for her parents, trying to bring her up as normally as possible while always making sure a temper tantrum of a new tooth didn't turn the neighborhood into an inferno.

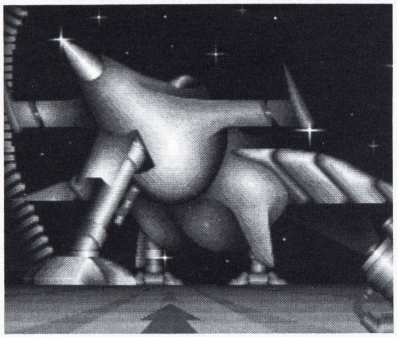
By the time she was 5 Kyra had learned to control her terrible power, and decided to change her name to Flame. Her very laudable aim, encouraged by both parents, was to grow up to become a super-heroine. Wearing her self- designed "hero suit" – a flickering orange body stocking with scarlet boots – and using her ability to produce, ignite and control fire, she would be of immense benefit to Mankind.

Alas, life is seldom so simple. Preliminary tests showed that there was a latent pool of public hostility towards beautiful and shapely teenage pyros. Other women felt hopelessly inadequate if rescued by such maidens, and men's macho images were shattered. The Fire Departments of several cities protested she was a hazard, and Ottawa took out an injunction to prevent her ever saving anyone, or doing anything to any fire, in all of Free Canada. The public most definitely did not want a flame-powered teen-queen on the loose.

Despite the deep pain she felt at her cruel rejection, Flame did not become embittered. She devoted her remaining teenage years to honing her talents in her father's asbestos-lined cellar, waiting...praying...hoping that one day a call would come and her true worth be realised.

Then Doc Cortex phoned.

PROTEUS



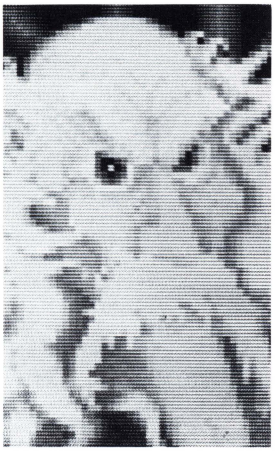
April 1st, 2087, was a day for triple celebration as far as Bernard Laszlow was concerned. First, it was his 35th birthday. Second, it was the day he was released from New Strangeways after a 10-year sentence for jewel theft. Lastly, but as will become apparent by no means leastly, he saw the article in the video-mag he stole from the news-vendor kiosk outside the jail. LIVING ALIEN JEWELS, Bernard read, his pulse quickening, FIND A HOME IN SALISBURY. The feature went on to descrive in rhapsodic terms the football-sized hunk of animate rainbow-hued crystalline matter which, if vid-mag journalists can be trusted to get their facts right, was worth somewhere in the region of a trillion Western Currency Units.

A keen burglar of great skill, cunning and greed, Bernard found himself standing outside the fortified walls of Salisbury Cathedral some 24 hours later, seperated from the object of his desires by several walls, armed guards and an electronic security system that was the toast of the people named Chubb. By law, he faced the death penalty if he was caught stealing again. But what the heck! The word "trillion" was playing on an infinite loop in his head. Talk about the Big One. This was the Totally Naffing HUGE One. Slipping on his plastex gripper-gloves, Bernard set to work. Avoiding the exterior guards, he scaled the wall. Disabling the roof alarms, he entered via an electrified skylight. The Laser Shield Net fell victim to his handy Scrambler. Lowering himself on a monofilament wire cradle, he hovered mere inches above the Living Jewel. It was the most beautiful thing he'd never seen, its myriad colours constantly swirling, merging into each other, only to explode in new patterns an instant later. Mesmerised, Bernard stared. He smiled as he heard the faint hiss of gas...

There was a slight sensation, as if of Time passing quietly, and when Bernard woke up he found himself unable to move. This seemed to be due to the fact that his body was missing. His head was still there – he could see the tip of his nose – and looking down, he could see his intact spinal column dangling from the base of his skull. Everything else was gone. Bernard screamed silently for a long time.

He stopped when a man in a hoverchair calling himself Cortex appeared. Cortex explained, in layman's terms, that his new Sub-Space Drive was only operative if under the direct neural control of a human central nervous system. Unable to find a volunteer for the process, he had planted the story about the Living Jewel, reasoning that it would do precisely what it did: attract a man of cunning and skill to try and steal it.

Bernard had a choice: either he could be handed over to the Law and face certain execution, or he could be stripped of all his flesh and his brain wired into the prototype spaceship. As Bernard was actually unconscious because of the knockout gas when the decision had to be taken, Cortex made it for him. "Goodbye, Bernard. Welcome, Proteus," the scientist said warmly. Proteus screamed for a very long time.



MADLOK

"Burn the witch!" A hundred voices took up the cry and sent the savage words echoing round the firt streets and wooden fronts of the small town of Salem. Fear and hatred mingled in equal measure in the faces and hearts of the mob, jostling for position but even now unwilling to face the unflinching gaze of the woman tied to the stake in the midst of a heap of faggots. A gnarled hand tossed a flaming brand...

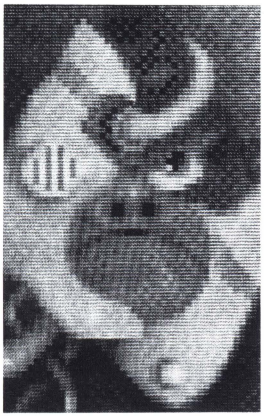
"Scum! Mindless cowards!" Jessica Locke cursed, her utter contempt for her captors showing in every hissed word. She winced as the ropes bit bloodily into her wrists, lashed tightly to the wooden stake behind her. Smoke drifted up as the wooden bundles at her feet began to smoulder. A red tongue of flame licked at her heels, and she screamed out to her Lord and Master: "Satan! Great Black One! I beg thee – save thy faithful servant!" But if he was listening, Satan gave no sign. The flames crept higher, flaring as a sudden breeze fanned them. Jessica screamed as the indescribably agony of burning flesh coursed up her legs. "Dogs! You will pay for this, you and all your descendants! Yay, even unto the thirteenth generation!" As one, the mob gasped. The swirling flame billowed, engulfing her, hiding her death-throes from their terried eyes. But her voice – that thin, piercing, terrible voice – seemed to slice straight into their heads. "I curse thee, every man, woman and child! I curse the fruit of thy loins down all the generations! I die – but mark me, I will be avenged!"

Jessica Locke did die. The charred skeleton still on view in Salem Museum attests to that. But Jessica Locke had a son. And in time her son had a son, and then he had a son...right down unto the thirteenth generation.

Hallowe'en, Bavaria, 2030. At midnight, every clock in the town of Arkainz stopped. The shadow of a monstrous bird flitted over the face of the full moon. A distraught maiden drowned herself. And the cry of a new- born boy broke the cold night silence. Matthew Amadeus Dameon Locke learned the story of the witch-woman Jessica before he could walk. He learned to hate normal people long before he went to kindergarten. And he knew that he had inherited "the dark power" a full thirteen months before he allowed himself his first human sacrifice.

As the ugly child grew into an ugly youth, and then an ugly man, his questing for demonic power intensified. After a close call in Paris, when the New Murders in the Rue Morgue almost brought the police to his door, he fled to America. Changing his name to Madlok, he grew a beard, adopted gaudy robes, and set himself up as a Stage Magician with Travelling Freak Show. For decades he roamed the continent, thrilling thousands with what they thought were clever tricks. There would be deaths in the neighborhood, rumours of foul Satanic rites...but before rumour could harden into suspicion, Madlok and his show were gone, leaving on the midnight wind, heading for pastures new.

And all the while Madlok was growing in eldritch power, teaching himself (with the aid of summoned demons- the very darkest of the dark secrets. In all the years he never forgot the stories of his childhood – of the woman who died in flames vowing vengeance. And he never for a moment doubted that somehow, someday, he would be the instrument of her revenge.



GOR

Dawn. Sunshine dapples through green leaves. Screech of some exotic bird. A snake tastes the air with its tongue, and slides into the hollow tree. High in the canopy the gorilla troupe wakes. The air is damp, fresh. Smell of ripe fruit. A simian nose wrinkles. Something else... Faint. Coming closer. Guttural growls rip from a dozen throats. Hated smell. Sunlight glints on soil-smeared steel. A hammer clicks, might have been an insect. Queasy scent of gun oil. The finger on the trigger makes no noise.

A soft "shooffffff". Pain stabs a grizzled shoulder. The big troupe leader roars, leaps from his branch. Reaches out to clutch the next. His arm doesn't move. He falls in slow motion. He doesn't feel a thing as he hits the soft forest floor.

"This is crazy, Granger! There are less than a dozen gorillas left – in the only jungle in the world – and you just shot their leader!"

"Tranquillised, Curtis. And it's precisely because there are so few left that I did it. If my theory proves correct, we can prevent their total extinction."

"By biosurgically altering them? By turning them into surrogate humans? Better to leave them to die out in their natural home!"

"Don't be absurd, Curtis. It's our duty as humans – and neuro-scientists – to do all we can to preserve them. Now give the bearers a hand to pick him up, there's a good chap."

Wake. Cold bright light. Can't move. Can't struggle. Can't scream. Dead world? Bright flash of sharp metal. Warm wet blood. Where are his children? A voice: "Speak to us, Gor. Speak to us, Gor!" He tries. He can't.

"I said you were crazy all along, Granger! Look – you've turned him into some kind of monster! That metal plate on his skull – the artificial larynx – the wires and circuits you crammed into that poor head! And for what? Nothing! He can't speak – he doesn't think any differently! He isn't even a half-decent robot! What a waste!"

Robot: Automation, often in human shape. Machine. What is a machine? Struggle? Can't? Where is the jungle? Do my circuits remember the jungle? I am Gor. Why have I circuits? I must tell them... Can't. Can't speak. Gor go home? What is Gor? What is home?

"You're a scientist, Curtis. You know experiments don't always work out."

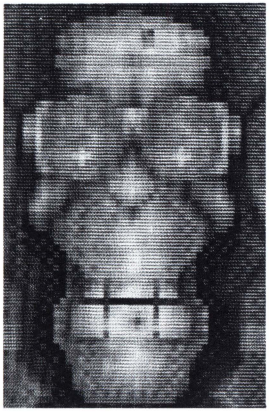
"But what are you going to do with him?"

"Hmm. We can't take him back, obviously. They'd never accept him. And if we put him on display, well – the authorities would find out. And I'm sure I needn't remind you of the penalties..."

"It was your idea! I only said I'd help because you threatened to tell my wife about- Well, I was reluctant from the start!"

"Tell you what – have a word with your nephew, the space freighter captain. Best solution is if we dump him offworld somewhere. No comeback on us. A new start for him, what?"

Cold. Stars stare. Tell them. Can't speak. Machine what? Remember: sunlight dapples. Squawk of bird. Damp fur. Jungle is where? What is Gor? Gor is lost. Gor is sad.



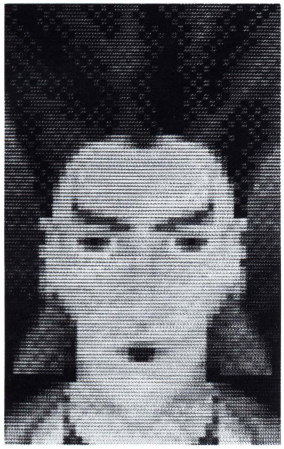
B-52

Take just over a ton of hardened titanium flexisteel, 480 miles of hi-capability optical fibre and several thousand man-years of research and development. Combine, adding weaponry with a destructive factor of several kilotons. Program with basic fighting skills and an aggressive yet down-home personality based on John Wayne in any one of a dozen films. Fuel the result with the now-banned man-made radioactive, Blamuminium.

Point him in the direction of your enemies and stand well back. The B-series War Droid marked Mankind's last large-scale military involvement. They were created specifically to fight against the gigantic insectoid inhabitants of the Planet H"r"aA, whose hive mentality and fast improving technology were predicted by Earth computers to lead to an intergalactic war within a 50 year period. Trouble, as many a gardener would agree, is best nipped in the bud. Almost 5,000 of the fearsome war machines were airlifted to H"r"aA, several of them fitted with microcameras to relay the action back home. The executive responsible for the drafting of the contract for the televisual rights now owns his own word, so successful was the war with viewers. Evidently there's nothing the average human likes more than to see a giant insect pulverised or blown to smithereens.

But the battle, which raged for five long years, was far from one-sided. The insects fought back with style and ferocity, and no little humour. Boobytrapped bodies taped with amusing messages were commonplace, and there was an outcry when their ambassador presented an enormous steel box made from melted down B-series to the government of Earth as a peace gesture.

By the end of the war Man's craving for blood had been sated. The entire population was dead, and more than 4,500 robots reduced to scrap. The survivors were not hailed with ticker tape, champagne and Hollywood starlets; they wouldn't have known what to do with them. Instead they had their loyalty tapes stripped out, and were hired out as mercenaries to any world willing to pay. By the early 2080s they had all been destroyed...save one. B-52. Even after a dozen wars, a hundred firefights, he is an imposing figure. Fully eight feet tall, the square line of his shoulders is broken only by his battery of micro- missile tubes. His head pitted with shrapnel, the odd wire hanging out the back, is still held proudly. Chest-mounted sonic-disruptors look almost like huge secondary eyes, and if there's a stiffness to his arms it's solely due to the bazooka (left) and laser cannon (right) built into them. His body swivels at the waist, throught 360 degrees, employing the secrets of advanced gyroscopy; the same principle lies behind his massive tracked "feet". He is not a robot to be argued with, although his favour can be curried by showing an eagerness to listen to his war memoirs. Should you ever hear his voice saying: "So how much ya payin' an' who'd ya want killed?", it is sound sense to ascertain that the contents of your wallet are sufficient. The only thing B-52 hates more than killing someone he hasn't been paid for is the guy who didn't pay him.



SONDRA HOUDINI

Sondra's father was the richest man in Greater Tasmania (which by 2030 took in most of Australasia) and her mother a Tongan princess badly affected by fall-out from the nuclear bombs they dropped on nearby atolls (for test purposes only). It may have been her mother's genetic mutation that led to Sondra possessing quite remarkable ESP powers. It may have been her father's insistence that she be brought up from age 5 to age 16 by the members of a shadowy Japanese ninja group which led to her remarkable prowess as a martial artist. It was certainly disgust at the family fortune which turned her into a Marxist, and it was definitely disgust with male chauvinism which turned her into a rampant (some would say strident) feminist.

Tall, willowy, raven-haired and beautiful, Sondra could have had the world at her feet. Instead, she renounced her family and her wealth and went to meditate under a Eucalyptus tree where, several months later, she received enlightenment. Eyes closed, concentrating intently on her rich inner world, Sondra at first didn't register the arrival of a gang of XXXX lager-louts who, on their way home from a mind-numbing three week barbie/bender/brawl, stopped to taunt her.

Annoyed that their drunked humour should be ignored, the louts decided to string Sondra upside down from the tree. One grabbed her arm, snarling "All right, darlin' you're really up a gum tree now!" His parents still visit him each month in Darwin Hospital for the Limbless. The other louts rushed to their cobber's aid, and met, basically, similar fates.

XXXX-louts the country over rose up in protest; a girl, beating up on them? Unthinkable! Unheard of! Hang the sheila!

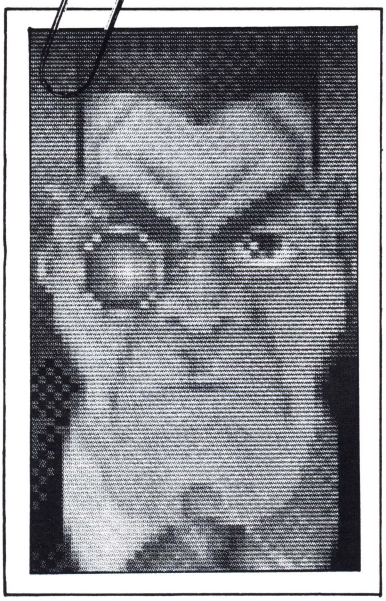
Kept from trial only because of her father's position, a fact which disgusted her, Sondra undertook penance in the form of an Asian Lecture tour, visiting 5 villages a week for two years, preaching Women's Lib to women who need it badly but couldn't take it unless their countries' economies collapsed.

Even Sondra's dauntless character was beginning to feel daunted. And then she received the note from Cortex. The world needed a heroine...the galaxy needed a saviour...and the women of the Universe needed just the kind of pep talk Sondra was determined to make sure she gave them.

PENAL INSTITUTE OF FREEZYASSOV

PRISONERS FILES

Personnel: Mr. Buikk, Prison Governor



Mr Buikk – Man of Action

Mr Buikk is always called Mr. Any convict who forgets is sharply reminded by the appliance of a barbed lash to his rear quarters. Any guard who forgets is liable to find himself in the bunk furthest from the heating pipes.

Mr. Buikk is very fond of punishing people. He is also very large, almost as wide in girth as he is tall, which makes it easy for him to punish most people without fear of retribution. It was in fact Mr Buikk's love of administering punishment which brought him to Freezyassov; he was exiled here after punishing several dozen prisoners to death in the aftermath of the Broadmoor Massacre. Rather than waste such a talent by charging him with murder, he was sent to take control of the Ice World's Hell Prison. How did he adapt ? His record speaks for itself: in the 20 years since his appointment almost 10,000 prisoners have been punished severely; four times that number have been less severely punished; every single prisoner has been punished at least once; Gor the gorilla leads the lash-count, with 4,000 black marks against his name; every single guard has been punished at least once; and not a single prisoner has ever escaped, or escaped punishment for attempting to escape.

The prisoners whisper among themselves that Mr Buikk has gone mad and taken to punishing himself on trumped-up charges. But there's no proof of this... or if there is is, whoever has it is too afraid of punishment to come forward.

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Prisoner 1: Bleeder

An alien vampire serving multiple life sentences for alien vampirism. Though fed on a diet of synthi-blood, Bleeder yearns for a taste of the real thing. Come close enough and his razor claws and dagger teeth will make sure it's yours. Known adverse reaction to holy lights and the word Cushing".

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Prisoner 2: Cray Twins

Two vicious heads on one brawny body, known to their friends (none) as the Cray Twins, to their enemies (legion) as "*&$%@!!" and to everyone else as "the mad two-headed killer".

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Prisoner 3: Gengis Kant

He used to be able to, but now he can't - 50 long cold years on Freezyassov have done literally that: froze his ass off. However, he still retains fond memories of his cannibalistic crimes and, however ill his other bits have fared, his teeth are in excellent condition.

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Prisoner 4: Lee Van Beef

For a man who loved to wander the wide-open spaces of the galactic prairies - and managed to rustle more than five million prairie-grazers while he wandered - Lee has come to like the quiet life. His 30 years inside have institutionalised him; now the mere thought of the wide-open galactic prairies starts him gibbering. Still very handy with a lasso, though.

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Prisoner 5: Jak The Stripper

An alien shapeshifter who uses the form of a beautiful woman to lure his human victims, and the serrated edge of a rusty beer can to behead them. And that's only for starters.

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Prisoner 6: Slivy Tentacles

A multiple murderer, also guilty of severely abusing Queen's English, speaking as he does with a fake pigeon Italian accent in keeping with his position as Interplanetary Mafioso Boss. Physically weak but cunning and devious and totally amoral. He's octopoid.

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Prisoner 7: Jelloid

What he lacks in skeleton, Jelloid more than makes up for in ability to exude a potent acid which dissolves his victims prior to digesting them. Imagine 8 gallons of Rowntree's Raspberry Jelly slithering along the ceiling in a killing frenzy. Scream.

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Prisoner 8: Laze Blaze Karoo

A vicious thug who's claimed his innocence so many times he's actually come to believe it himself. If you can find yourself being taken in by his protestations, remember Gran and Grampaw Bruin; the authorities are still counting the bits. His mutated body is able to refract light, turning him invisible for short periods, when he is at his most dangerous.

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Prisoner 9: Krusher Simpson

10 feet tall, built to match, Krusher has a mental condition which, entirely unprovoked, causes him to seize and crush heads. His aim is to reach 1,000 before he dies. He's on 998.

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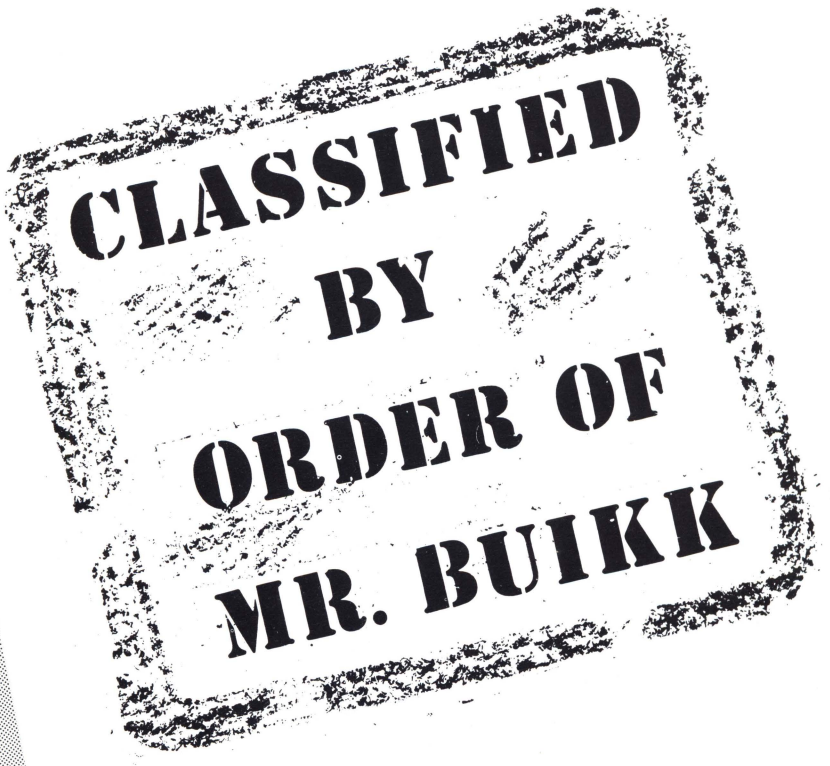
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